

시간이
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Abyss Inn

46

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Survival Difficulty: Class 1

- » Safe
- » Unstable
- » Devoid of Entities

Level 19 is the 20th level of the Backrooms.

Overview

Level 19, commonly referred to as **The Abyss Inn**, is an expansive complex of interconnected rooms and hallways resembling a 90s suburban hotel. The hotel appears left behind at a certain point, with noticeable sections remaining shadow-cast or entirely pitch-black, with many reporting an unsettlingly dark atmosphere. The carpeted floor and polished concrete walls all have various colors and textures from each of its entrants. Such textiles generally exist in flawless condition; a handful might display unclear origin strains, but the rest are pristine and spotless.



Level 19's layout is inconsistent and

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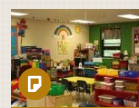


g corridor with a
of doors.

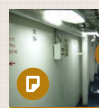
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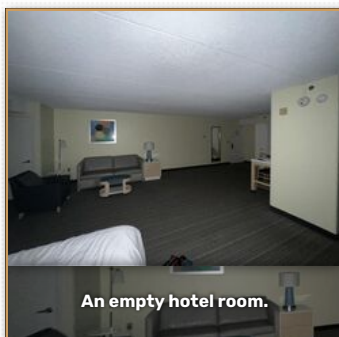
Level 37



senseless manner; for instance, connecting hallways exhibit numerous turns rather than connecting straightforwardly, corridors circle back to themselves, forming a circular loop path, intersections result in dead ends, and attached columns are much too large in quantity to be practical. The aforementioned layout has proven an exceptionally difficult to maintain an accurate sense of direction when navigating. Several twists might unexpectedly bring one back to the beginning position. Travelers at sufficient distances may abruptly switch to a remote-looking hotel area without signs.

The weak light bulbs scattered across the level offer little precise illumination, while others appear permanently out of service. The light placement, mainly in the blind corner region, leaves a distance between them, creating a large shadow gap. Some areas lack light completely, making exploration highly unlikely and necessitating an individual's source for secure passage. Upon investigation, **Level 19's** wall/ceiling lights possess unusually high resistance, unlike their counterparts in **the Frontrooms**. Generally, values range from thousand ohms to higher than ten thousand ohms or further; the light output emitted by the bulb is dimmer compared to lower resistance—several are excessively faint to the point of blackout.

A series of doors in a corridor; those^[1] that are unlocked or remain open will take one to a hotel room identical in design to the hallway—they may, however, unexpectedly lead to another set of hallways. The room is oddly spacious and sparsely furnished in certain corners, acute to the point where one would find a mattress. Other usual pieces of furniture are a sofa, table, painting, mirror, and lamp; objects other than



those mentioned are uncommon. Although the two individuals cannot interact with each other, many rooms have traces of a recent prior residence. These include watermarks on furniture, wrinkled bed linens, and slightly discolored carpets from moving furniture. Some wanderers theorize that once an individual leaves a location, another will take their place. Furthermore, hotel rooms may branch into bathrooms, empty rooms, or new corridors.

Level 19 has no windows in any part of the hotel, and any curtain observed in the hallways or rooms will reveal no windows beneath. Electrical outlets installed around the hotel typically have a relatively low current^[2]; therefore, charging any gadget results in an ineffective power charge. The usage of communications equipment such as radio and GPS signals faces interruptions in signal reception and transmission, including calls dropping, signals weakening or becoming distorted, and data transfer speeds significantly decreasing.

Colonies and Outposts

Due to a lack of general incentive, its possible isolating properties, and the fact that the location excludes any supplies or objects needed for survival, no outposts or communities currently exist within **Level 19**.

Attached Note

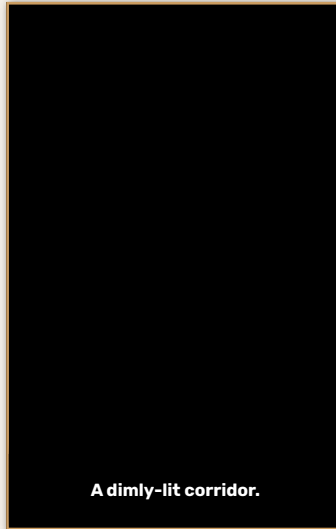
The following is what is generally accepted to be an excerpt of an unknown author's journal, transcribed verbatim. Its inclusion in this file stems from its popularity in wanderers' circles, particularly amongst free-spirited exploration groups.

Recovered Note:

After countless miles of traveling and boundless wanders through unquantifiable places, I've finally arrived at this sort of pristine hotel hallway. Long, dimly-lit corridors, its path seemingly expanding on forever; those are what I have become unsettled to. Amidst the uncomfortable sensation, it is dreadful how aspects of **The Abyss Inn** formerly had a function but are now gone due to neglect, thereby leaving the place untouched and gradually forgotten. The unfavorable perception of the site makes me recall many old picturesque locations that people have forgotten and regretted later.

The dim, incessant electric lighting—those are something that I definitely have come to associate with the liminal aesthetic. Mainly, it conveys the impression of being trapped in an enclosed space for the night, particularly in places without openings where time is absent. Here, the passage of time takes on a mysterious, on the other hand, meaningless. All you're aware of is that sound grading you the entire time; exploring this place can be described as wandering within a vacuous dream. The dimness of the electrical lights is

wearing on me, and thus far, there are no windows or natural light to offer a reprieve from the artificial brightness within.



Every few steps lead to another odd corridor with a recurrent carpet pattern stretching across quite a distance, each transition in an askew curve yet imperceptibly warped, creating blind corners awaiting one to find their newly branched path. These blind corners produced an ideal light-casting area and a shadow case area where the light appeared unreachable; even though it was clear to view, the shadows created an unnerving feeling—I can't exactly pinpoint why. The architecture consistently erects asymmetrical structures but maintains the same aesthetic, adding to the dreamlike tone presented by these spaces. I never got to the bottom of why this was, but there appears to be a recurrent theme with these kinds of 80s and 90s.

Beyond the door is the hotel room; its texture is the same as every other room I left, and while it contains furniture, it behaves more like a corridor and includes additional, meaningless space. The room's contents often give the setting an unpleasant and eerie feeling, for reasons I've never fully understood. Time lasts so much, yet there is no exit, and I kind of figured that out. Every time I believe it reaches the end, a whole series of hallway loops appears. Rooms morph into corridors; corridors morph into rooms, and the cycle repeats indefinitely, blurring the lines between places and perceptions of what defines a room or corridor.

Once again, I find myself pulled in a lot of different directions. I feel like I'm at a loss.

– S.R. Cunningham

Entrances

- Entering a strange location resembling a dark hallway in [Level 18](#) and [Level 20](#).
- Activating anomalous arcade cabinets on [Level 25](#) can transfer one here.
- Wanderers may unintentionally end up here by falling through the floorboard in [Level 28](#).
- Long multiple-turn corridor without intersection in [Level 27](#), [Level 30](#), and [Level 37](#) will gradually shift into **Level 19**.

Exits

- Staying on the level for an extended period will most likely result in one's departure. Long hallways without many doors or intersections might eventually lead to [Level 20](#).
- Various tears in the walls may occasionally provide access to [Level 21](#).
- Rarely, opening doors takes one to [Level 332](#).
- Information pending; other exits may exist, although they are entirely unknown to date.

» Footnotes

1. ↑ Locked doors seem inaccessible by any means, and any efforts to penetrate them have so far interfered with the invincible materials.
2. ↑ The low current of electricity also affects the light source, leading to weaker light output.

Author Information >

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